

GREEN BEKEI

OPERATOR'S MANUAL



Konami®

警告

WARNING

「グリーンベレー」は、弊社(コナミ)が、独自に開発したオリジナル製品であり、著作権、工業所有権、その他の諸権利は、コナミ株式会社が所有しております。

「GREEN BERET」 is an original game developed by Konami Industry Co., Ltd.

Konami Industry Co., Ltd. reserves all the copyrights, trademarks and other industrial property rights with respect to this game.

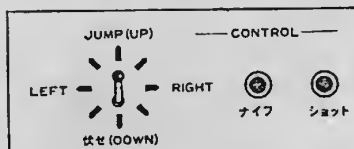
GREEN BERET™ and Konami® are trademarks of Konami Industry Co., Ltd. ©Konami 1985 All rights reserved.

技術的な説明

- 1 P.Cボードの電源仕様
GND-Vcc5V 5A以上
GND-(+12V) 束線図参照
- 2 モニターへの接続は、国内で販売されている、一般的なカラーモニターに接続可能です。
- 3 音量の調節は、P.Cボード上のボリュームで行い、右へ回すと大きくなります。
- 4 P.Cボードは精密装置のため、運送時などは、取扱い方に注意して下さい。

遊び方

- 8方向ジョイスティックと『ナイフ』『ショット』（武装時のみ）の2つのボタンでプレイヤーを操作してください。
- ジョイスティックを上に入れば『ジャンプ』、下に入れば『伏せ』となります。
ハシゴの前では上に入れば『登る』、下に入れば『降りる』となります。
- 近づいて来る敵はナイフでやっつけます。また、黒い服装の敵をやっつけると武器が飛び出し、それを取るとショットボタンで武器を撃つ事が出来ます。武器にはロケット砲、手榴弾、火炎放射器の三種類があります。
- 敵、敵の撃った弾、犬、地雷等に当たるとアウトとなります。
- ステージは全部で4種類あって各ステージの最後に登場するボス敵をやっつけるとパターンクリアーとなります。



ディップスイッチNo.1セット

1. コインスイッチNo.1セット

SW	4	3	2	1	コイン	プレイ
C	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
ON	ON	OFF	OFF	3	4	
		OFF	ON	4	1	
		ON	OFF	4	3	
		ON	ON	フリープレイ		

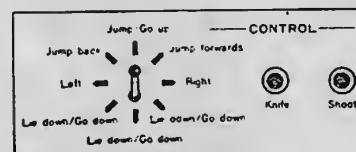
(注) フリープレイとはコインを投入せずプレイできる状態をいう。

Technical Information

- 1 Required Power Capacity
GND-Vcc 5V 5A or more
GND-(+12V) See the WIRING DIAGRAM
- 2 Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
Sync. H-V complexed, negative
- 3 Adjusting Volume of sound.
Turn the volume right and it becomes louder.
- 4 Handle with care.

Play Instruction

Move soldier to the right of the screen and destroy the enemy soldiers by pressing 'Knife Button'. By destroying the enemy commanding officer you are able to capture his weapon (a flame thrower, a rocket gun or hand grenades). These special weapons will destroy the enemy soldiers en masse.
Use the shoot button to activate the special weapons you have captured.
Jump or lie down to avoid the enemy bullets. Avoid the mines by climbing the ladders, buildings, etc.
During the last battle at the end of each stage, crack troops from the enemy will attack, destroy them to advance to the next level.
The game is completed when you have rescued the captives at the end of the fourth stage.



DIP SW No.1 Settings

1. Coin switch No.1 settings

1. Coin Switch No. 1 Settings						
SW	4	3	2	1	Coin	Play
C	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
ON	ON	OFF	OFF	3	4	
		OFF	ON	4	1	
		ON	OFF	4	3	
		ON	ON	Freeplay		

(Attention) free play: You can play games without coin.

2. コインスイッチNo. 2セット

SW	8	7	6	5	コイン	プレイ
○	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	無効	

2. Coin switch No.2 settings

SW	8	7	6	5	Coin	Play
○	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	Invalidity	

ディップスイッチNo.2セット

1. プレーヤ数

SW	2	1	プレーヤ数
○	OFF	OFF	2
	OFF	ON	3
	ON	OFF	5
	ON	ON	7

2. テーブル型・アップライト型切り換え

SW	3	タイプ
○	OFF	テーブル型
	ON	アップライト型

3. ボーナス設定

SW	5	4	1回目	2回目	以降
○	OFF	OFF	30,000	70,000	70,000毎
	OFF	ON	40,000	80,000	80,000毎
	ON	OFF	50,000	100,000	100,000毎
	ON	ON	50,000	200,000	200,000毎

4. ゲームの難度

SW	7	6	難度
○	OFF	OFF	易しい
	OFF	ON	普通
	ON	OFF	難しい
	ON	ON	大変難しい

5. デモ中の音

SW	8	音
○	OFF	無
	ON	有

DIP SW No.2 Settings

1. The Number of Player's Life

SW	2	1	Number
○	OFF	OFF	2
	OFF	ON	3
	ON	OFF	5
	ON	ON	7

2. Change of Table or Upright.

SW	3	TYPE
○	OFF	TABLE
	ON	UPRIGHT

3. Bonus Life

	5	4	FIRST	SECOND	3RD AND ON
○	OFF	OFF	30,000	70,000	EVERY 70,000
	OFF	ON	40,000	80,000	EVERY 80,000
	ON	OFF	50,000	100,000	EVERY 100,000
	ON	ON	50,000	200,000	EVERY 200,000

4. Difficulty of the game

SW	7	6	Difficulty
○	OFF	OFF	Easy
	OFF	ON	Normal
	ON	OFF	Difficult
	ON	ON	Very Difficult

5. Sound in attractive mode

SW	8	Sound
○	OFF	OFF
	ON	ON

ディップスイッチNo.3セット

1. ビデオスクリーン反転切り換え(モニター)

SW	1	
<input type="radio"/>	OFF	正常
<input type="radio"/>	ON	反転

2. VSアップライトタイプ切り換え

SW	2	タイプ
<input type="radio"/>	OFF	通常タイプ
<input type="radio"/>	ON	VSアップライトタイプ

*SW3, SW4は未使用
○は標準設定

DIP SWITCH No.3 Settings

1. Video Screen Flip

SW	1	
<input type="radio"/>	OFF	Normal
<input type="radio"/>	ON	Upside Down

2. Single/Dual Control Upright

SW	2	Type
<input type="radio"/>	OFF	Single Upright Control
<input type="radio"/>	ON	Dual Upright Control

*SW3, SW4, Not Used
○ shows recommended setting.

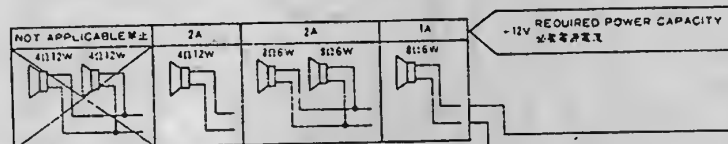
セルフ・テスト

正常な場合: 'OK'と表示後、ゲームが始まる。
異常な場合: 'BAD'と表示され、止まる。

Self Test

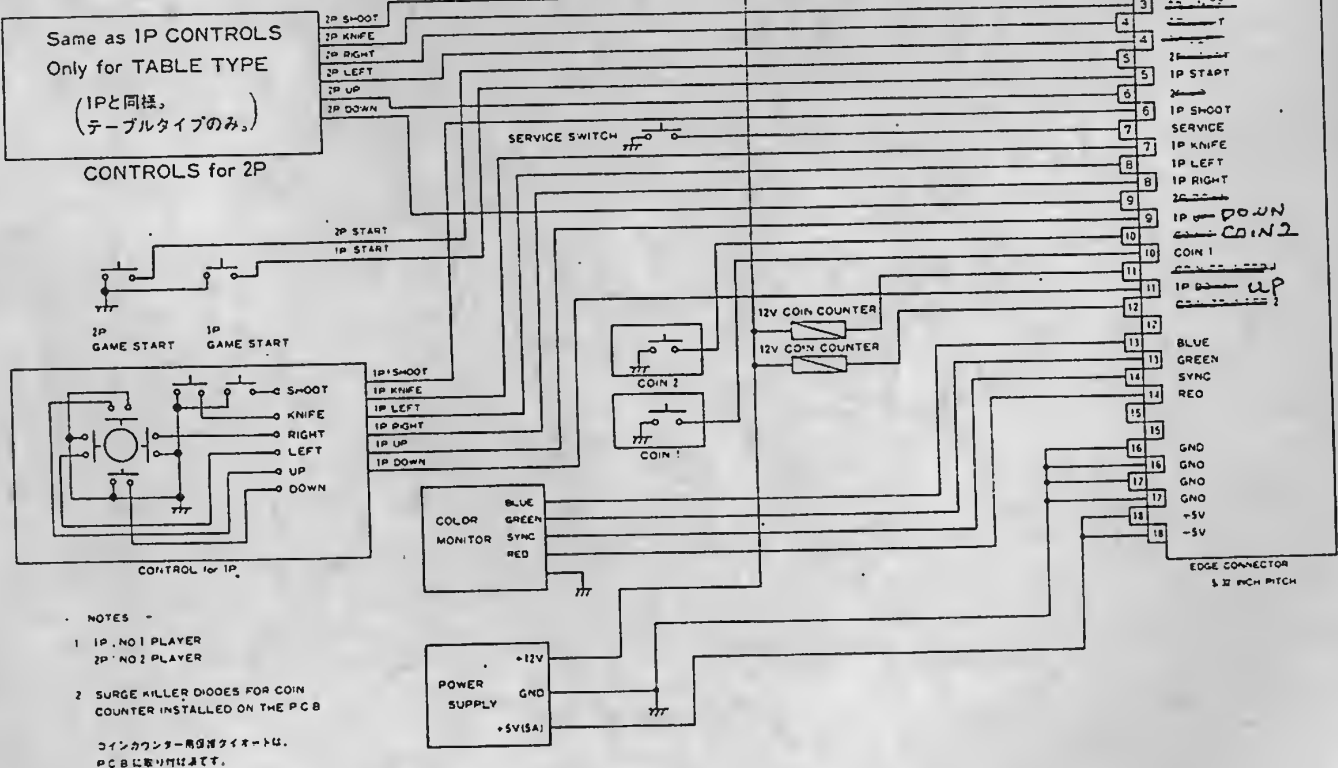
Normal: 'OK' will be displayed. Then game program will be started.
Abnormal: 'BAD' will be displayed. Then stopped.

束線図



Same as 1P CONTROLS
Only for TABLE TYPE
(1Pと同様。
テーブルタイプのみ。)

CONTROLS for 2P

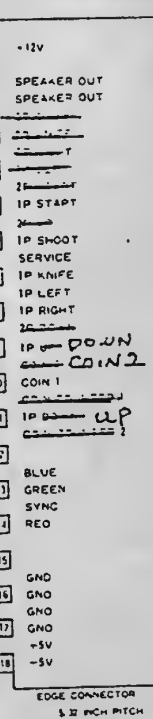


NOTES

- 1P, NO1 PLAYER
2P, NO2 PLAYER
- SURGE KILLER DIODES FOR COIN COUNTER INSTALLED ON THE PCB
コインカウンター用サージキラーダイオードは、PCBに取り付けられています。

WIRING DIAGRAM

PARTS SIDE 部品面
SOLDER SIDE: 溶接面



Green Beret

GREEN BERET 86/01/18

WIRING DIAGRAM

SOLIDER SIDE

1
+12V
SPEAKER

2P START

LEFT

COIN

BLUE

SYNC

GND

GND

+5V

18

17

16

15

14

13

12

11

10

9

8

7

6

5

4

3

2

1

DIP SW 1

1 COIN 1 PLAY
1 COIN 2 PLAY
1 COIN 3 PLAY
1 COIN 4 PLAY
1 COIN 5 PLAY
1 COIN 6 PLAY
1 COIN 7 PLAY
2 COIN 1 PLAY
2 COIN 3 PLAY
2 COIN 5 PLAY
3 COIN 1 PLAY
3 COIN 2 PLAY
3 COIN 4 PLAY
4 COIN 1 PLAY
4 COIN 3 PLAY
FREE PLAY-INVALIDITY

DIP SW 2

NUMBER OF PLAY
-2
-3
-5
-7

TABLE TYPE

UPRIGHT TYPE

BONUS 30,000/70,000

40,000/80,000

50,000/90,000

50,000

DIFFICULTY OF GAME

EASY

NORMAL

HARD

HARDEST

DEMO SOUND OFF

ON

1 2 3 4 5 6 7 8

OFF OFF OFF OFF OFF OFF OFF
ON OFF OFF OFF ON OFF OFF OFF
OFF ON OFF OFF ON OFF OFF
ON ON OFF ON ON OFF OFF
OFF OFF ON OFF OFF ON OFF
ON OFF ON OFF ON OFF ON
OFF ON ON OFF ON ON OFF
ON ON ON OFF ON ON OFF
OFF OFF ON OFF OFF OFF ON
ON OFF ON ON OFF OFF ON
OFF ON OFF ON OFF ON
ON ON OFF ON ON OFF ON
OFF OFF ON ON OFF OFF ON
ON OFF ON ON OFF OFF ON
OFF ON ON ON OFF ON ON
ON ON ON ON ON ON ON

1 2 3 4 5 6 7 8

OFF OFF
ON OFF
OFF ON
ON ON

OFF
ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

OFF OFF
ON OFF
OFF ON
ON ON

HK

DIP SW No. B Settings

Coin 1 Switch Set

SW	4	3	2	1	COIN	PLAY
•	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	FREE PLAY	

Coin 2 Switch Set

SW	8	7	6	5	COIN	PLAY
•	OFF	OFF	OFF	OFF	1	1
			OFF	ON	1	2
			ON	OFF	1	3
			ON	ON	1	4
	OFF	ON	OFF	OFF	1	5
			OFF	ON	1	6
			ON	OFF	1	7
			ON	ON	2	1
	ON	OFF	OFF	OFF	2	3
			OFF	ON	2	5
			ON	OFF	3	1
			ON	ON	3	2
	ON	ON	OFF	OFF	3	4
			OFF	ON	4	1
			ON	OFF	4	3
			ON	ON	INVALIDITY	

DIP SWITCH NO. A SETTINGS

THE NUMBER OF PLAYER'S LIFE

SW	1	2	NUMBER
•	OFF	OFF	2
	ON	OFF	3
	OFF	ON	5
	ON	ON	7

BONUS SET

SW	4	5	FIRST	SECOND	THIRD
•	OFF	OFF	30,000	70,000	Every 70,000
	ON	OFF	40,000	80,000	Every 80,000
	OFF	ON	50,000	100,000	Every 100,000
	ON	ON	50,000	200,000	Every 200,000

Difficulty of the Game

SW	6	7	DIFFICULTY
•	OFF	OFF	EASY
	ON	OFF	NORMAL
	OFF	ON	DIFFICULT
	ON	ON	VERY DIFFICULT

SOUND IN ATTRACT MODE

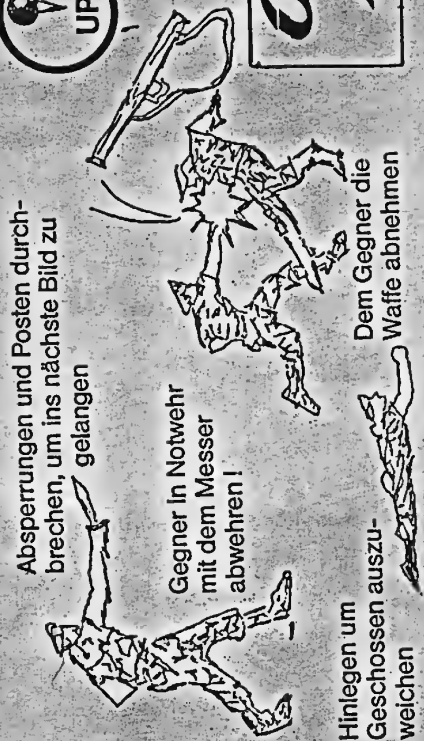
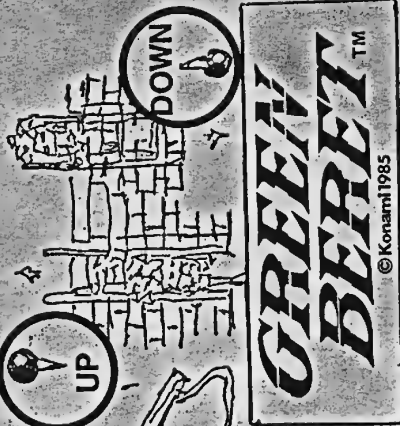
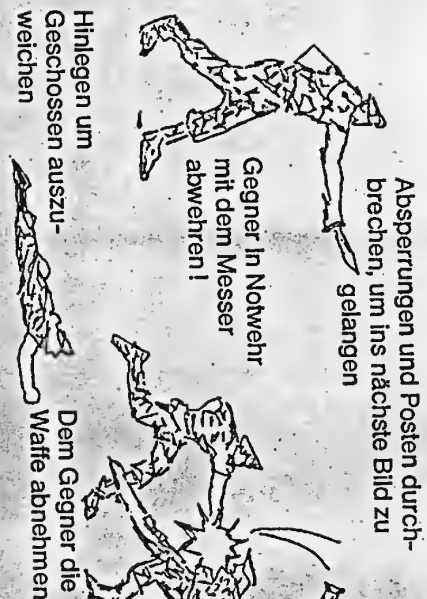
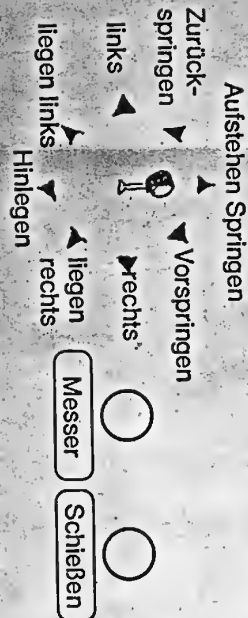
SW	8	SOUND
•	OFF	OFF
	ON	ON

Unlettered Side
(Solder Side)

Lettered Side
(Parts Side)

(EMPTY)	A	1	+ 12V DC
SPEAKER OUT	B	2	SPEAKER OUT
2P KNIFE	C	3	2P SHOOT
2P LEFT	D	4	2P RIGHT
1P START	E	5	2P START
1P SHOOT	F	6	2P UP
1P KNIFE	H	7	SERVICE SW
1P RIGHT	J	8	1P LEFT
1P UP	K	9	2P DOWN
COIN 1	L	10	COIN 2
1P DOWN	M	11	COIN COUNTER
(NOT USED)	N	12	COIN COUNTER
VIDEO GREEN	P	13	VIDEO BLUE
VIDEO RED	R	14	VIDEO SYNC
(EMPTY)	S	15	(NOT USED)
GND	T	16	GND
GND	U	17	GND
+ 5V DC	V	18	+ 5VDC

**- Geheimauftrag:
Befreie die gefangenen Kameraden!**



Absperungen und Posten durchbrechen, um ins nächste Bild zu gelangen

Gegner in Notwehr mit dem Messer abwehren!

Hinlegen um Geschossen auszuweichen

Dem Gegner die Waffe abnehmen

**- - Geheimauftrag:
Befreie die gefangenen Kameraden!**

